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- 1** Interaction in the real world: Customizable physical interfaces for 77%
 interacting with conventional applications

Saul Greenberg , Michael Boyle

Proceedings of the 15th annual ACM symposium on User interface software and technology October 2002

When using today's productivity applications, people rely heavily on graphical controls (GUI widgets) as the way to invoke application functions and to obtain feedback. Yet we all know that certain controls can be difficult or tedious to find and use. As an alternative, a *customizable physical interface* lets an end-user easily bind a modest number of physical controls to similar graphical counterparts. The user can then use the physical control to invoke the corresponding graphical contro ...

- 2** Next-Gen Open Hypermedia, Part One: Links in the palm of your 77%
 hand: tangible hypermedia using augmented reality


Patrick Sinclair , Kirk Martinez , David E. Millard , Mark J. Weal

Proceedings of the thirteenth conference on Hypertext and hypermedia June 2002

Contextualised Open Hypermedia can be used to provide added value to document collections or artefacts. However, transferring the underlying hyper structures into a users conceptual model is often a problem. Augmented reality provides a mechanism for presenting

these structures in a visual and tangible manner, translating the abstract action of combining contextual linkbases into physical gestures of real familiarity to users of the system. This paper examines the use of augmented reality in hyp ...

3 Integrating paper and digital information on EnhancedDesk: a 77%

 method for realtime finger tracking on an augmented desk system
ACM Transactions on Computer-Human Interaction (TOCHI) December 2001

Volume 8 Issue 4


This article describes a design and implementation of an augmented desk system, named EnhancedDesk, which smoothly integrates paper and digital information on a desk. The system provides users an intelligent environment that automatically retrieves and displays digital information corresponding to the real objects (e.g., books) on the desk by using computer vision. The system also provides users direct manipulation of digital information by using the users' own hands and fingers for more natural ...

4 Composable ad hoc location-based services for heterogeneous 77%

 mobile clients

Todd D. Hodes , Randy H. Katz
Wireless Networks October 1999
Volume 5 Issue 5

5 Design and technology for Collaborage: collaborative collages of 77%

 information on physical walls

Thomas P. Moran , Eric Saund , William Van Melle , Anuj U. Gujar ,
Kenneth P. Fishkin , Beverly L. Harrison
Proceedings of the 12th annual ACM symposium on User interface
software and technology November 1999

A Collaborage is a collaborative collage of physically represented information on a surface that is connected with electronic information, such as a physical In/Out board connected to a people-locator database. The physical surface (board) contains items that are tracked by camera and computer vision technology. Events on the board trigger electronic services. This paper motivates this concept, presents three different applications, describes the system architecture and com ...


6 TouchCounters: designing interactive electronic labels for physical 77%

 containers


Paul Yarin , Hiroshi Ishii
Proceeding of the CHI 99 conference on Human factors in computing

systems : the CHI is the limit: the CHI is the limit May 1999

7 Touch-sensing input devices 77%

 Ken Hinckley , Mike Sinclair
Proceeding of the CHI 99 conference on Human factors in computing
systems : the CHI is the limit: the CHI is the limit May 1999

8 Beating the limitations of camera-monitor mediated telepresence 77%

 with extra eyes
Kimiya Yamaashi , Jeremy R. Cooperstock , Tracy Narine , William
Buxton
Conference proceedings on Human factors in computing systems April
1996

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- 1** Multimodal human discourse: gesture and speech 80%



Francis Quek , David McNeill , Robert Bryll , Susan Duncan , Xin-Feng Ma , Cemil Kirbas , Karl E. McCullough , Rashid Ansari
ACM Transactions on Computer-Human Interaction (TOCHI) September 2002
Volume 9 Issue 3

Gesture and speech combine to form a rich basis for human conversational interaction. To exploit these modalities in HCI, we need to understand the interplay between them and the way in which they support communication. We propose a framework for the gesture research done to date, and present our work on the cross-modal cues for discourse segmentation in free-form gesticulation accompanying speech in natural conversation as a new paradigm for such multimodal interaction. The basis for this integ ...

- 2** Creating tangible interfaces by augmenting physical objects with multimodal language 80%



David R. McGee , Philip R. Cohen
Proceedings of the 6th international conference on Intelligent user interfaces January 2001


Rasa is a tangible augmented reality environment that digitally enhances the existing paper-based command and control capability in a military command post. By observing and understanding the users' speech, pen, and touch-based multimodal language, Rasa computationally augments the physical objects on a command post

map, linking these items to digital representations of the same-for example, linking a paper map to the world and Post-itâ notes to military units. Herein, we give a thorough ac ...

- 3**  Something from nothing: augmenting a paper-based work practice via multimodal interaction 80%


David R. McGee , Philip R. Cohen , Lizhong Wu
Proceedings of DARE 2000 on Designing augmented reality environments April 2000

In this paper, we describe *Rasa*: an environment designed to augment, rather than replace, the work habits of its users. These work habits include drawing on Post-it™ notes using a symbolic language. Rasa observes and understands this language, assigning meaning simultaneously to objects in both the physical and virtual worlds. With Rasa, users rollout a paper map, register it, and move the augmented objects from one place to another on it. Once an object is augmented, users can m ...

- 4**  Session E: Interaction in mixed realities: A gesture processing framework for multimodal interaction in virtual reality 77%


Marc Erich Latoschik
Proceedings of the 1st conference on Computer graphics, virtual reality and visualisation November 2001


This article presents a gesture detection and analysis framework for modelling multimodal interactions. It is particularly designed for its use in Virtual Reality (VR) applications and contains an abstraction layer for different sensor hardware. Using the framework, gestures are described by their characteristic spatio-temporal features which are on the lowest level calculated by simple predefined detector modules or *nodes*. These nodes can be connected by a data routing mechanism to perform ...


- 5**  Expression constraints in multimodal human-computer interaction 77%
Sandrine Robbe-Reiter , Noëlle Carbonell , Pierre Dauchy
Proceedings of the 5th international conference on Intelligent user interfaces January 2000


Thanks to recent scientific advances, it is now possible to design multimodal interfaces allowing the use of speech and gestures on a touchscreen. However, present speech recognizers and natural


language interpreters cannot yet process spontaneous speech accurately. These limitations make it necessary to impose constraints on users' speech inputs. Thus, ergonomic studies are needed to provide user interface designers with efficient guidelines for the definition of usable speech constraints. ...

- 6** Ten myths of multimodal interaction 77%
 Sharon Oviatt
Communications of the ACM November 1999
Volume 42 Issue 11

- 7** Put that where? voice and gesture at the graphics interface 77%
 Mark Billinghurst
ACM SIGGRAPH Computer Graphics November 1998
Volume 32 Issue 4
A person stands in front of a large projection screen on which is shown a checked floor. They say, "Make a table," and a wooden table appears in the middle of the floor. "On the table, place a vase," they gesture using a fist relative to palm of their other hand to show the relative location of the vase on the table. A vase appears at the correct location. "Next to the table place a chair." A chair appears to the right of the table. "Rotate it like this," while rotating their hand causes the cha ...

- 8** Mutual disambiguation of recognition errors in a multimodel 77%
 architecture
Sharon Oviatt
Proceeding of the CHI 99 conference on Human factors in computing systems : the CHI is the limit: the CHI is the limit May 1999

- 9** Embodiment in conversational interfaces: Rea 77%
 J. Cassell , T. Bickmore , M. Billinghurst , L. Campbell , K. Chang , H. Vilhjálmsón , H. Yan
Proceeding of the CHI 99 conference on Human factors in computing systems : the CHI is the limit: the CHI is the limit May 1999

- 10** QuickSet: multimodal interaction for distributed applications 77%
 Philip R. Cohen , Michael Johnston , David McGee , Sharon Oviatt , Jay Pittman , Ira Smith , Liang Chen , Josh Clow
Proceedings of the fifth ACM international conference on Multimedia November 1997

- 11** Iconic: speech and depictive gestures at the human-machine 77%

**interface**

David B. Koons , Carlton J. Sparrell

Proceedings of the CHI '94 conference companion on Human factors in computing systems April 1994

12 Dialogue control in social interface agents

77%



Kristinn R. Thorisson

INTERACT '93 and CHI '93 conference companion on Human factors in computing systems April 1993

13 Multimodal input for computer access and augmentative

77%



communication

Alice Smith , John Dunaway , Patrick Demasco , Denise Peischl
Proceedings of the second annual ACM conference on Assistive technologies April 1996**14 CyberBELT: multi-modal interaction with a multi-threaded**

77%



documentary

Joshua Bers , Sara Elo , Sherry Lassiter , David Tamés
Conference companion on Human factors in computing systems May 1995**15 An approach to natural gesture in virtual environments**

77%



Alan Wexelblat

ACM Transactions on Computer-Human Interaction (TOCHI) September 1995

Volume 2 Issue 3

This article presents research—;an experiment and the resulting prototype—;on a method for treating gestural input so that it can be used for multimodal applications, such as interacting with virtual environments. This method involves the capture and use of natural , empty-hand gestures that are made during conventional descriptive utterances. Users are allowed to gesture in a normal continuous manner, rather than being restricted to a small set of discrete gestural commands as in ...

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